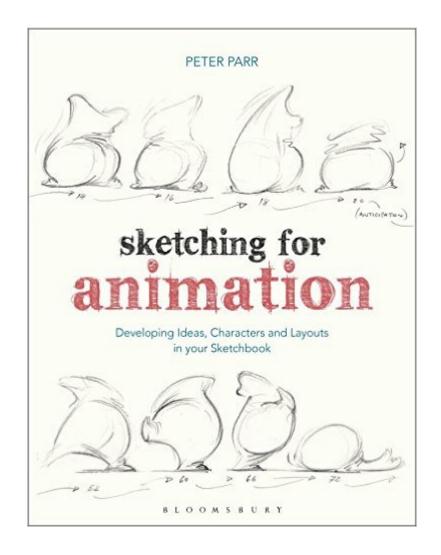
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# Sketching For Animation: Developing Ideas, Characters And Layouts In Your Sketchbook (Required Reading Range)





# **Synopsis**

Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. Sketching for Animation offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques. With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory.

### **Book Information**

Series: Required Reading Range

Paperback: 352 pages

Publisher: Fairchild Books (April 21, 2016)

Language: English

ISBN-10: 1474221440

ISBN-13: 978-1474221443

Product Dimensions: 8.3 x 0.9 x 10.7 inches

Shipping Weight: 2.9 pounds (View shipping rates and policies)

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